

INSTRUCTIONS FOR  
**OLYMPICS**  
CARTRIDGE

Cartridge compatible with Acetronic MPU 1000,  
Radofin 1292 & Prinztronic Microprocessor Systems.

The Olympics cartridge contains game programs for playing twelve games, each at various levels of difficulty.

After connecting your programmable video system according to the instructions insert the cartridge into the game console and switch on the game console and your TV.

**CARTRIDGE OVERLAYS**

This cartridge is supplied with two overlays which fit over the hand control keyboards to indicate the keys used to play some of the games. (These overlays are packed in the cartridge gift box). The overlay should be placed over the control keyboard with the side reading '3001' facing up. The reverse side of the overlay may have some additional key functions indicated — this side of the overlay is intended for future cartridges. It is not used with the 3001 cartridge.

**GAME PLAY**

There are five difficulty levels for each of the twelve games. The games are all arranged so that the easiest game version is first and the most difficult version is the fifth version. For example in the Tennis game 1 is the easiest version and game 5 is the most difficult version.

The twelve games and corresponding numbers are

<b>Games</b>	
1-5	Tennis — singles
6-10	Tennis — doubles
11-15	Hockey — single stick
16-20	Hockey — double stick
21-25	Table Tennis — single

26-30	Volley ball
31-35	Basketball — vertical player
36-40	Basketball — horizontal player
41-45	Wipeout — Single Player vs Computer
46-50	Super Wipeout — Single Player vs Computer
51-55	Smash
56-60	Computer knock out

The difficulty levels are as follows:

**Level**

- A. Beginner level — with low speed ball (Games 1, 6, 11, 16 etc).
- B. Speed increments — ball will start at low speed and increase to high speed after several hits. (Games 2, 7, 12, 17, etc).
- C. High Speed. (Games 3, 8, 13, 18, etc).
- D. Low Speed with "smash" (and "angle" control on certain games) You may use the key marked \* on the 3001 keyboard overlay to increase ball speed when the ball is moving toward your opponent. In games 4, 9, 14, 19, 24, 29 and 34 you may also use the key marked < to change the ball trajectory.
- E. High Speed with angle control (Games 5, 10, 15, 20, etc).

**GAME PLAY**

Press the Load Programme key to bring the first game into view. Then press the Game Select key until the game you desire is shown on the screen.

When both players are ready press the Start key to serve the ball and begin play. Use the joystick controls to move your player to intercept the ball. In some of the games you may also use certain keys to add extra control over the ball when the ball is moving

toward your opponent. (These keys are marked \* and / on the keyboard overlay).

The Single player games 41-50 use the Right Player Control Unit only.

### **SCORING**

In all the games designed for two persons (except Knock Out) the first player to score 15 points will be the winner. After 15 points the Start key must be pressed to begin a new game.

In the Wipeout and Super Wipeout games for one person you play against the computer and you are allowed six game serves to score as many points as possible. After the sixth serve the game is over. Press start to begin a new game.

In the Knock Out games (56-60) both players play together as a team and attempt to score maximum points by clearing the playing field. They are allowed six serves per game.

If another game has not been started within a few minutes after a game is over the system has been programmed to flash the playing field in alternating colours (on colour TV's) to draw your attention and prevent possible damage to your TV.

**Note —** The Single Player games 41-50 use the Right player control unit only.

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